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# Battlespace Visualisation

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## Discussion – Paper 11

One problem with people "doing visualisation" is that they are not artists and designers. They are not visually literate. But we have thousands of years of experience in getting messages across visually. When you are developing a presentation, you should develop it for the presentation device.

*He seems to be saying that visualisation is a process of taking data and presenting it in a visual display--mmt*

Talking on the phone is different from face-to-face, because of the lack of visual cues.

One other problem is realism. [Jacobson: Perhaps 'solidity' rather than "realism"?] Realism is not necessarily good, especially if one wants to represent concepts. It can be distracting. [Kuchta: Realism is not exactitude.]

Representing uncertainty and inconsistency is problematic.

Conversely, the data may be exact, but the representation makes it seem not so (e.g. colour scales).

Paper and computers are different media. There is an analogy with early movies, which were treated as like recorded theatre. Computers allow animation, but most animation is not done well by visualisation technologists

*Consider the interaction, which is the main difference between computers and paper.--mmt.*

The organization of information is critical.

[Hines: There is a problem with giving the commander something that is too advanced for him to use]

[Kuchta: The user doesn't have an image, but a concept; or, the user wants the other person to get a concept]

[Wright: Sophisticated does not mean complex; simplicity does not mean impoverished.

Pictures are inexact, and words can be more precise.

*Recall always the back-and-forth aspect of information transfer interactions--in other words, language. --mmt.*